

Introduction

I've been playing D&D for 35 years and have designed games of all kinds for about that long.

The addition of feats to the rules, was a great moment for me. Prior to it, when I DM'd, I would give each and every player a special ability that no one else had. It wasn't always a combat ability but it was always something that gave the character something cool that made the player feel special and unique. One Rogue had the ability to be "forgettable". This meant NPC's tended not to remember he was there. He could get through a busy gate without being stopped by the guard, etc. Another player had the ability to cast a magical bolt spell at will (this was before the new Cantrip system), and another had a surly, fiery familiar. All of this just added flavor and interest to the characters and the campaign.

It's the X-man principle. I believe that players want to be special and unique when they play. It's the reason why you don't see much overlap in classes in any given party.

So, of course, I was really excited when I saw the feat system for the first time in 3.5e. It gave a name to what was already happening in our campaign. It brought a new layer of interest and customization to character generation and infused the game with more cinematic imagery.

I think of feats as uncanny abilities players possess that make them extra special. That spark that sets them apart from everyone else. So, DM's, don't be afraid to give them that. When I DM, I write down player feats and try to give them situations that play into them. Moments where they alone can shine. After all, I think the best gaming sessions are the ones with the most epic moments. Playing to your characters strengths helps make more of that happen.

The Rules and their Effects on Feat Choice

In 5e, characters get their first chance at a feat at 4th level (unless you're playing with the variant human, which you shouldn't). This has some implications to the narrative and the mechanics.

To the narrative, it creates an interesting problem. As a 4th level character, you've had 3 previous levels of experience, yet at 4th level, if the DM allows, you can pick from a list of feats that has nothing to do with your character. A Wizard can become a Crossbow Expert, a Rogue can become a Healer. I recommend requiring that characters give you a story reason for their feat choice. Even if it involves some out of game training or something even more far-fetched.

As an example, one of my characters wanted to multiclass into Druid but the group was in a dungeon. So, we came up with a dreamquest from a Nature god that rewarded him with Level 1 Druid abilities and the whole thing happened while he slept. I also have a Bard that took the Lucky feat – hard to explain why he wasn't before, so we didn't. He's just lucky now. (Although the Lucky feat has yet to produce a better result than the first die so not sure how 'lucky" he actually is.)

On the mechanics side, the feats are balanced to be received at 4th level and every 4 thereafter. This is why I personally don't allow the variant human. Without much thought I've been able to create more than one character that upended party balance. Some of the feats (the only ones the player would likely take) in the hands of a first level character can be overpowered.

Alongside a possible feat choice is the choice to add 2 points to any two Ability Scores, including the same one. For most of us that means raising a principle Ability Score by 2 to get the extra "+1" to everything. Here's where many of the feats fall down in my opinion. Moving a primary stat to gain an additional "+1" is significant. For most classes it means better hitting, better saving throws, better damage (in some cases), better skill rolls, better AC (in some cases), and expanded use of class based abilities. This is huge.

The result is that there are very few feats that are worth taking early on, and only a few worth it at the higher levels.

At the very least I want to create a list where, even if it's not right for your character concept, you're looking at feats and saying, "That's cool, and that's cool, and *that's* cool." Otherwise you're left with a list of 'meh' choices that push you to take the ability bonus instead.

One final note for DM's. As you create enemies for your party, consider not using feats. Instead do different things with your enemies so that players feel that their list of super powers is special. (This doesn't apply if you're purposely using feats to convey how similar the enemy is to the heroes.)

How to read this work.

Below I have listed my comments and changes to each feat. Each feat is listed by name. Immediately after, I place my comments. *{Which will look like this.}* This is for the benefit of the DM. If you don't agree with my thinking, you can skip the feat and leave it as written in the PHB. After the commentary, I list the changes to the feat.

Feats

From my view, right now, there are only a handful of Feats that are worth taking over a bump in your ability scores. Whether because they are too deeply situational or just underpowered, the current feat list shows great promise, but fails to deliver.

My own campaign has borne this out with players choosing the ability score raise time and time again over a new feat. So the litmus test for me has been to ask, "Would players choose this over a two point Ability score raise? If the answer was no way, then the Feat was improved. If the answer was too much in the other direction I also considered reducing the Feat a little. I think you will enjoy the results.

Feat List

Alert

{This one isn't too bad, just not quite good enough to matter. +5 to initiative is nice but going first isn't always what you want. Not being surprised is nice, when it happens, and the last ability is too situational to be valued by a player trying to assess the feat. I've added some additional situations that are nullified by this feat. This opens up tactical situations and interesting combat moments.} New Description: You are preternaturally lucid and aware of your situation. You gain the following benefits.

- + or 5 to your Initiative. The player may choose which way to go immediately after the Initiative order is determined but immediately before anyone performs an action.
- You can't be surprised while conscious. When you are sleeping, you may make a DC 15 Wisdom (Perception) to wake and not be surprised by a situation.
- Other creatures don't gain advantage on attack rolls against you as a result of being hidden from you.
- Pack Tactics, Sneak Attack, and any other power that grants advantage to your opponent as a result of distraction or proximity to another enemy do not work on you.

Athlete

{I'm not sure why anyone would take this as written. Most of the benefits are deeply situational and clumsy to remember. I've simplified and empowered the feat using existing mechanics.}

New Description: Your earlier life experiences have unlocked your latent athleticism. You gain the following benefits.

- Increase your Strength, Dexterity, or Constitution score by 1, to a maximum of 20.
- You gain advantage on all Strength and Dexterity Ability checks and Saving Throws.
- You gain advantage to all Strength (Athletics) rolls and Dexterity (Acrobatics) rolls.

Actor

{This was a tough one. Where do you even go with this? It's so deeply situational that I can't imagine anyone taking this over raising their ability scores. Perhaps for a character concept that was always pretending to be someone else? The real problem with feats like this is that they leave the open question, "What happens when a character without this feat tries to mimic something?

All the changes I've made are to broaden its appeal to a broader group of characters.}

New Description: By taking a great interest in the behavior of others you have come to be masterful at deception, and theatrics.

- Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.
- You have advantage on Charisma (Deception), Dexterity (Sleight of Hand), and Charisma (Performance) checks.

{I use the mimicry rules presented in the original feat in the PBH whenever a character want to attempt such a thing and give them advantage on the roll if they study the target for more than an hour.}

Charger

{In my opinion, this is a great example if a feat that shouldn't be a feat. It's deeply situational, encourages players to approach combat in only one way, and enables a mechanic that every player feels they should be able to do... Charge. I've opened the feat up by not requiring the Dash, gave it more versatility with the Shove maneuver, and granted a shield bash of sorts if using a shield to expand the types of characters that might use this.}

New Description: Through your rough and tumble experiences in combat or in bars or on the streets, you've learned how to use your position and throw your weight around in combat

- Increase a single ability score saving throw (*Str, Dex, Con, Int, Wis, or Cha*) by 1.
- You gain Advantage on rolls to successfully Shove or resist being Shoved.
- If you move 10' in a straight line prior to an attack you either gain +5 to damage (if you hit with a melee attack), push a target up to 10' away from you, or push a target up to 5' away from you and knock them prone (if you succeed with a Shove maneuver). Note that you do not have to follow the target.
- If you have a shield, you may perform a Shove maneuver as a Bonus Action with your shield instead of as an Action and it can be on a different target.

{I use a variant of the first paragraph of the original Charger feat in the PHB for when players want to charge. i.e. Character must dash, must travel the last 10' in a straight line, and they can either get +5 damage (on an attack that they do as a Bonus Action) or Advantage on a Shove maneuver.}

Crossbow Expert

{This is a fine feat. I have added the ability to get a second shot off with a light crossbow, putting it in a similar camp to the Hand Crossbow. Lots of reasons for this but the main one is allowing classes that attack only once per round to "buy in" to a second attack. The crossbow still have ammunition that runs out, but this gives classes that aren't melee heavy a great support option that is there when their spells run out.}

New Description: Thanks to extensive practice with the crossbow, or a recently emerged talent, you gain the following benefits:

- You ignore the loading property of crossbows with which you are proficient.
- Being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged attack rolls.
- When you use the Attack action and attack with a one-handed weapon, you can use a bonus action to attack with a loaded hand crossbow you are holding.
- You may use a bonus action to attack with a loaded light crossbow.

Defensive Duelist

{Formerly Defensive Duelist. I changed the name because "Defensive" has negative connotations and doesn't sound cool or brave. I see the bonus as a reflection of skill with the weapon not fear. Happy to recant this if 5e puts out a Duelist Archetype in the future.

This is a great example of a feat with great combat imagery. Unfortunately, in its current form there are too many limiters on it. Dex 13+, Finesse weapons only, and uses your single Reaction for that turn. For what? A +2 to +6 to AC against a single attack? Players know that their characters are often outnumbered or at least out attacked (claw, claw, bite). Opening this up to more weapon types makes it a much more interesting choice.}

Prerequisite: Dexterity 13+

New Description: Whether innate or brought on by years of practice, you have learned to use weapons to guide the flow of combat. You gain the following abilities:

- When wielding a melee weapon that has either the Light or Finesse property, and with which you are proficient, and another creature hits you with a melee attack, you can use your reaction to add your proficiency bonus to your AC for that attack, potentially causing the attack to miss you.
- When wielding a melee weapon that has either the Light or Finesse property, and with which you are proficient, you may spend your Bonus Action for the turn to gain Advantage with a single melee attack, with that weapon, on that turn.

Dual Wielder

{I think this Feat is off to a good start, I just modified it a bit to open it up. One issue is that some of the abilities that would be expected here reside within the power set of certain classes. So to get the full package you have to be one of those classes. I get why they did this so I left it. Instead, I've come up with some changes that make things a bit more open. In the second ability I remove the word melee which opens it up to things like hand crossbows and slings (although these things still have other limitations that must be overcome). Ability four is a cool combat power that helps characters get over high AC, the fifth power allows characters to buy out of a hampering Ability Score if they really need to. I know this looks really heavy but many of the abilities are minor. Try it out.}

New Description: You have come to learn how to fight with two weapons at the same time. This gives you the following benefits for weapons with which you are proficient:

- You gain +1 bonus to AC while you are wielding a separate melee weapon in each hand.
- You can use two-weapon fighting even if the one-handed weapons you are wielding aren't light.
- You can draw or stow two one-handed weapons when you would normally be able to draw or stow only one.
- You can distract you foe with one of your weapons to make then forget about the other. If you take no action with one of the weapons on your turn, the next attack you make with that weapon has advantage, so long as you are fighting the same enemy.
- You do not apply negative ability modifiers to hit when wielding two weapons with the Finesse property.

Dungeon Delver

{Depending on your DM or the adventure he's chosen to run, this is either great or worthless as written. A feat shouldn't have that much variance in my opinion. I've added advantage to discovering traps and lurking creatures. This broadens the use of the feat to be more 'party useful'. I've also removed the increased speed which never made sense to me and really breaks the adventuring imagery.}

New Description: You have spent enough time in dangerous ancient places at some point in your life to have unlocked a gift for spotting things that are subtly out of the ordinary and avoiding their nefarious effects. This gives you the following benefits:

- Increase a single ability score saving throw (*Str, Dex, Con, Int, Wis, or Cha*) by 1.
- You have advantage on Wisdom (Perception) and Intelligence (Investigation) check made to detect the presence of secret doors, traps, and hidden creatures (creatures that are trying to ambush you or are lying in wait of prey).
- You have advantage on saving throws made to avoid or resist traps.
- You have resistance to the damage dealt by traps.
- These benefits even work when you are travelling at a normal pace.

Durable

{This feat and Tough were feeling very similar to me so I've made this the "Hard to Kill" feat.}

New Description: Your recent adventures have unlocked a hardiness and resilience in you that gives you the following benefits:

- Increase your Constitution score by 1 to a maximum of 20.
- You gain advantage on Constitution saving throws.
- You have advantage on any saving throw that will result in you being reduced to 0 hit points if you fail it.
- You have advantage on death saving throws.
- You may add your Constitution modifier to your death saving throw.
- Taking damage while at 0 Hit Points does not cause a failed death save, instead it triggers a regular death save.

Elemental Adept

{Not a bad feat overall. I've expanded the damage types to increase character options and gave it a linear boost to make it a more viable choice.}

Prerequisite: The ability to cast at least one spell.

New Description: When you gain this feat, choose one of the following damage types: acid, cold, fire, lightning, or thunder, necrotic, or radiant. That damage type gains the following benefits.

- Spells with the damage type you chose ignore resistance.
- When you roll damage for a spell you cast that deals damage of that type, you may reroll any 1 on a damage die (you may reroll until a result other than 1 appears on the die).
- If a successful saving throw would negate the damage of a spell with your chosen energy, it does half damage instead.
- You can select this feat multiple times. Each time you do so, you must choose a different damage type.

{PS. When you add this to your sheet write it down with the energy type you chose instead of "elemental". Fire Adept is more clear and sounds as cool.}

Grappler

{I'd come to expect that Grappling was always gonna be one of those things that sucked in D&D. I think 5e has made the best 'simple' system I've seen to date. It took me a few reads because of how it's written and how it requires you to jump around the book for a full understanding of it, but still, it's pretty good. I've changed the pinning rules to be more in the favor of the grappler and added a benefit to Shoving/Tripping. I also removed the benefit that is removed in the errata, referring to a non-existent rule.}

Prerequisite: Strength 13+

New Description: You've developed the skills necessary to take advantage of close quarters grappling situations. You gain the following benefits:

- You have advantage on attack rolls against a creature you are grappling.
- You can use your action to try to pin a creature grappled by you. To do so, make another grapple check. If you succeed, the creature is restrained until the grapple ends.
- If you have pinned an enemy, as your Attack Action, you may do 1d4 + Strength modifier damage to the enemy on each successive round that you maintain the grapple.
- You have advantage on your Strength (Athletics) roll when attempting to Shove a target.

Great Weapon Master

{Probably the Gold Standard of feats along with Sharpshooter. No reason not to take this if you are a heavy weapon wielder. In fact this often points players in that direction. You could argue for and against it being overpowered so I won't. It stays as is for now. Just added some text to include the Greatclub and make sure that the ability couldn't be used if using a longbow as a melee weapon.}

New Description: You have learned how to control the weight of a weapon and use it to your advantage, letting its momentum empower your strikes. You gain the following benefits:

- On your turn, when you score a critical hit with a melee weapon or reduce a creature to 0 hit points with one, you can make one melee weapon attack as a bonus action.
- Before you make a melee attack with a melee weapon that you are proficient with, and that has the Heavy or Two-Handed property, you can choose to take a -5 penalty to the attack roll. If the attack hits, you add +10 to the attack's damage.

Healer

{So this feat got a bit messy. I think I've enough here to make it a very interesting choice for most classes. This feat had a couple of challenges for me. First among them is that there is a Healer's Kit kind of attached to it and the Wisdom (medicine) skill yet the kit doesn't seem to go by the same rules as all the other tools. Kind of a mess. My second problem is how unnecessary this is, as written in the presence of Hit Dice and Long Rests. So, for the feat itself I chose to buff it out a bit as a field medic and added the ability to remove effects.}

New Description: As a result of what you've seen and done in your earlier travels and adventures you have developed a keen understanding of how to repair battle damage and heal the infirm. This allows you to mend wounds quickly and get your allies back into the fight. You gain the following benefits:

- You may stabilize a dying creature by rolling a DC 5 Wisdom (Medicine) check instead of DC 10. (Automatic with one use of a Healer's Kit.)
- When you use a healer's kit to stabilize a dying creature, that creature regains hit points equal to 1d4 + your proficiency bonus.

- If any creatures regain hit points during a short rest, you may roll a DC 10 Wisdom (Medicine) check to add your proficiency bonus to each die rolled. The Healer does not rest during that time.
- As an action, you can spend one use of a healer's kit to tend to a creature and restore 1d6 + 4 hit points to it, plus additional hit points equal to the creature's maximum number of Hit Dice. The creature can't regain hit points from this feat again until it finishes a short or long rest.
- You may make a DC 15 Wisdom (Medicine) check to remove the Poison effect from a creature. (DC10 with a Healer's Kit, Herbalism Kit, or Alchemist Supplies.)
- Under the care of a healer, a creature recovers 1 level of Exhaustion per short rest (no rest for the healer) and 2 levels per long rest (short rest for the healer).
- With the use of a Healer's Kit, Herbalism Kit, or Alchemist supplies a Healer can cure a Disease while the inflicted creature takes a Long Rest (short rest for the healer).
- If there is a longer lasting, nonmagical effect in play (as a result of a creative DM) being in the care of a healer will reduce the recovery time by half.

{I know, it's a lot, but Healing is a big deal in this game. I've also added a revised Healer's Kit in case you're interested.}

Healer's Kit: This kit is a leather pouch containing bandages, salves, and splints. The kit has 10 uses. Any character can use a Healer's Kit, there is no proficiency required. As an action, you can expend one use of the kit to stabilize a creature that has 0 hit points, without needing a Wisdom (Medicine) check. A single use of a Healer's Kit, adds 1d4 healing to a single creature during a Short Rest. This is limited to once per Short Rest per creature.

Heavily Armored

{This is a good feat, just a little weak to be chosen over an Ability Score bump. I've added the ability to improve a saving throw as well. While not strictly in keeping with the Feat, it is in line with the theme of additional resistance, and it gives more reason to be taken by a larger group of characters.}

Prerequisite: Proficiency with Medium Armor.

New Description: Your time in armor has helped you be able to wear heavier and heavier protection. You gain the following benefits:

- Increase your Strength, Dexterity, or Constitution score by 1 to a maximum of 20.
- Increase a single ability score saving throw (*Str, Dex, Con, Int, Wis, or Cha*) by 1.
- You gain proficiency with heavy armor.

Heavy Armor Master

{So this feat is kind of the top of the "armor feats". I didn't like how limited it was in thinking so I've expanded it a bit. Rather than only allow a Strength increase, which I thought was narrowing character concept I broadened it to any Ability score. My rationale is that mastery can come from increased wisdom, presence, intelligence, agility, resilience, or strength. There is no need to say that only strength brings mastery and it limits character growth. As with the previous feat, I've added a saving throw bump for slightly increased resilience.

Lastly, I've expanded the damage reduction to apply to all damage. There are a few reasons for this. First, it's simpler. In keeping with the rules, the player no longer has to track which damage type it is. Second, beyond 4th level 3 hit points really isn't that much. Third, I believe that the armor has dissipating properties. This means that no matter what kind of energy is being thrown at the player, the armor has the ability to absorb some of it whether it be a Fireball, a sword, or a Thunder Wave.}

Prerequisite: Proficiency with Heavy Armor.

New Description: You have learned to use your armor to deflect strikes and minimize damage that would kill others. You gain the following benefits:

- Increase a single Ability Score by 1 to a maximum of 20.
- Increase a single ability score saving throw (*Str, Dex, Con, Int, Wis, or Cha*) by 1.
- While you are wearing heavy armor, damage that you take is reduced by 3 {or by an additional 3 if you are using the EDC's Weapons & Armor Revisited rules}.

Inspiring Leader

{Great idea for a feat but the power level is way too low and requires too much planning for anyone to take it, in my opinion. I've added the ability to inspire allies and demoralize enemies in combat as well.}

Prerequisite: Charisma 13 or higher.

New Description: Over time, you have learned how to move and inspire people with your well-chosen words, powerful deeds, and commanding presence. You gain the following benefits:

- Advantage on Charisma (Intimidation) checks that are made during combat. {The rules don't cover concepts like this very well, but they are awesomely theatrical. I recommend changing the state of the enemy morale on a successful combat Intimidation. This usually means that they will get disadvantage on their next attack or even run away. Once done, I normally don't allow another one until the combat situation has changed enough to warrant it.}
- When you damage an enemy, any ally within 10 feet of you gains a 1d4 inspiration die, if they do not have one already. (Inspiration dice from other sources don't count against you.)
- When you slay an enemy, any ally within 30 feet of you gains 1d4 inspiration die, if they do not have one already. (Inspiration dice from other sources don't count against you.)
- You can spend 10 minutes inspiring . your companions, shoring up their resolve to fight. When you do so, choose up to 5 + your Charisma modifier friendly creatures (which can include yourself) within 30 feet of you who can see or hear you and who can understand you. Each creature can gain temporary hit points equal to your level + your Charisma modifier. In addition, all affected gain advantage on their next Initiative Roll and their next Saving Throw. The benefit lasts 8 hours and can't be gained again until the creature has finished a long rest.

Keen Mind

{Feats shouldn't give players abilities that are solved with a simple Wisdom (Nature) check, or good note taking, in my opinion. I've grown this to be more a detective and photographic memory feat to allow players to deeply contribute on an informational level.}

New Description: Your mind is exceptional at cataloging detail and drawing connections between seemingly unconnected items or events. You gain the following benefits:

- Increase your Intelligence or Wisdom by 1 to a maximum of 20.
- You have advantage on Intelligence (Investigation) checks and Intelligence checks.
- You have advantage on any roll to notice a change in an item or place from the last time you experienced it.
- You may make an Intelligence check to accurately recall anything you have seen or heard (beyond what the player naturally remembers or has noted). The DC of the check is equal to the number of months back that the event occurred, with a max DC of 20. (Note that you will be making this check with advantage.)

Lightly Armored

{This is a tricky feat because it's useless to most characters. Only 3 classes start with no armor proficiency so the challenge is to create something that others might use while still making sense for Wizards, Sorcerers, and Monks. The best answer here seems to be a situational feat that can be taken multiple times.}

New Description: You have learned through training or discovered your natural ability to use light armor to maximal effect. You gain the following benefits:

- Increase your Strength, Dexterity, or Constitution by 1 to a maximum of 20.
- Increase a single ability score saving throw (*Str, Dex, Con, Int, Wis, or Cha*) by 1.
- You gain proficiency in light armor.

IF, you had proficiency in light armor prior to taking this feat, you gain the following benefits when you take this feat.

- Increase your Strength, Dexterity, or Constitution by 1 to a maximum of 20.
- Increase a single ability score saving throw (*Str, Dex, Con, Int, Wis, or Cha*) by 1.
- When wearing light armor you gain an additional +1 AC.
- While you are wearing light armor, damage that you take is reduced by 1 {or by an additional 1 if you are using my Revisited Weapons & Armor rules}.

Linguist

{Depending on the campaign, the usefulness of this feat will vary greatly. Languages should be an important part of a campaign, but most DM's don't bother and players don't collaborate to get a good spread of languages. I like to use languages and not speaking Common to accentuate the differences between different regions and their urban vs. rural settings. I've expanded this feat a bit by adding an 'ancient languages' aspect for the sake of increasing its viability. Now the party will, at least, have a legitimate chance of reading some of the ancient texts they come across without the DM having to fudge it.}

New Description: Your studies or experiences with languages of all kinds

including exposure to ancient 'root' languages have given you greater insight into modern languages and a skill in code writing and deciphering. You gain the following benefits:

- Increase your Intelligence, Wisdom, or Charisma score by 1 to a maximum of 20.
- You learn 3 languages or your choice.
- You gain advantage on any check related to understanding or deciphering a language whether modern or ancient.
- You have the ability to create ciphers. Others can't decipher a code you create unless you teach them, they succeed on an Intelligence check (DC equal to your Intelligence + your proficiency), or they use magic.
- You gain advantage on any check related to understanding or deciphering a code or cipher.

Lucky

{I have such a love/hate with this feat. I took it with a Bard character I have and after more than 10 uses it has yet to produce a better result than the initial roll. Still, I think this is one of the best feats on the list because of the additional gambling mechanic that it adds, so I'm leaving it untouched for that reason. Just beware that this feat's efficacy is totally left to chance.}

New Description: You have inexplicable luck that seems to kick in at just the right moment. You gain the following benefits:

• You have 3 luck points. Whenever you make an attack roll, an ability check, or a saving throw, you can spend one luck point to roll an additional d20. You can choose to spend one of your luck points after you roll the die, but

before the outcome is determined. You choose which of the d20s is used for the attack roll, ability check, or saving throw.

• You can also spend one luck point when an attack roll is made against you. Roll a d20, and then choose whether the attack uses the attacker's roll or yours.

If more than one creature spends a luck point to influence the outcome of a roll, the points cancel each other out; no additional dice are rolled.

You regain your expended luck points when you finish a long rest.

Mage Slayer

{I don't typically like this kind of naming because it's too limiting. Has the player decided to become good at slaying mages? Was mage slaying in his blood? It's more appropriate as a background than a feat. I've added a skill proficiency that goes along with learning about spellcasters as a way of expanding the feat a bit. I've also clarified the text a bit to use the existing rules a bit more and incorporates reach weaponsand some thrown weapons.}

New Description: You have practiced techniques that are useful in combat against spellcasters. You gain the following benefits:

- Gain proficiency in one skill from the following list (Arcana, History, Nature, or Religion).
- When a creature within 15 feet of you casts a spell, you may use your reaction to make an opportunity attack against that creature. This attack may occur with as a melee attack or as a ranged attack with a

Dagger, Handaxe, Light Hammer, or Dart.

{These are weapons that have either both the Light and Thrown properties or the Finesse and Thrown properties. I mention this in case you start altering properties on weapons or introduce new weapons.}

- When you damage a creature that is concentrating on a spell, that creature has disadvantage on the saving throw it makes to maintain its concentration.
- You have advantage on saving throws against spells cast by creatures that are within 15 feet of you.

{Some of you might take issue with me creating an exception to the "opportunity attacks are for melee weapons only" rule and that's ok, just make sure that you leave room for reach weapons to work here too. I just really like the theatrics of a character stopping a spell with a thrown handaxe and it has worked well in all my sessions.}

Magical Initiate

{I think this is a pretty good feat. I like feats like this that allow for more character options and a richer storyline. I've only made one small change by shortening the rest time of the first level spell, since this will give it some staying power into later levels.}

New Description: Your adventures or training have awakened a latent magical ability within you. You gain the following benefits:

- Choose a class: bard, cleric, druid, sorcerer, warlock, or wizard. You learn two cantrips of your choice from that class's spell list.
- In addition, choose one 1st-level spell from that same list. You learn that spell and can cast it at its lowest level.

Once you cast it, you must finish a short or long rest before you can cast it again.

Your spellcasting ability for these spells depends on the class you chose: Charisma for bard, sorcerer, or warlock; Wisdom for cleric or druid; or Intelligence for wizard.

Martial Adept

{This is the fighter counterpart to Magical Initiate so I like it too. Again, another feat that opens up possibilities and deepens the theatrics. Only disparity here is that cantrips can be cast at will in perpetuity, while the maneuvers in this feat are fueled by Superiority dice. I've upped the amount of dice you get to play with and added a proficiency so that it makes more sense to choose this.}

New Description: Your adventures and/or training have given or awakened in you the ability to perform special combat maneuvers. You gain the following benefits:

- You gain proficiency in a single weapon of your choice, or the shield.
- You learn two maneuvers of your choice from among those available to the Battle Master archetype in the fighter class. If a maneuver you use requires your target to make a saving throw to resist the maneuver's effects, the saving throw DC equals 8 + your proficiency bonus +your Strength or Dexterity modifier (your choice).
- If you already have superiority dice, you gain two more: otherwise, you have three superiority dice, which are a d6. These dice are used to fuel your maneuvers. A superiority die is expended when you use it. You regain

your expended superiority dice when you finish a short or long rest.

Medium Armor Master

{Platemail ninjas... I get it. This feat is clearly intended for those Dexterity based classes that have decided to go down a path of getting armored up. It creates flexibility so it stays. Besides, who doesn't want to see a Rogue sneaking around in Half Plate? (Other than me that is.)}

Prerequisite: Proficiency with Medium Armor.

New Description: You have become so practiced at moving in medium armor or have shown such a natural talent for it that you are able to work around its limitations. You gain the following benefits:

- Increase a single ability score saving throw (*Str, Dex, Con, Int, Wis, or Cha*) by 1.
- Wearing medium armor doesn't impose disadvantage on your Dexterity (Stealth) checks.
- When you wear medium or light armor, you can reduce the Dex restriction by 1. {For clarity, this means that if the armor is capped at a Dex bonus of +2, it becomes +3, etc.}
- While wearing medium armor, damage that you take is reduced by 1 {or by an additional 1 if you are using the EDC's Weapons & Armor Revisited rules}.

Mobile

{The role of most feats is clear. This one is a little different. It affects things at a very base level, like Durable, which doesn't necessarily manifest as new or special combat imagery. In other words, it doesn't really create anything new for the player to do just improves some low level functionality. As a result I've added a couple of things to try to address that.}

New Description: You have become exceptionally speedy, agile and light on your feet. You gain the following benefits:

- You gain advantage on Dexterity (Acrobatics) checks.
- You gain advantage on checks to escape a grapple.
- Your speed is increased by 10 feet.
- When you use the Dash action, difficult terrain doesn't cost you extra movement on that turn.
- When you make a melee attack against a creature, you don't provoke opportunity attacks from that creature for the rest of the turn, whether you hit or not.

Moderately Armored

{This is a tricky feat like Lightly Armored because it's useful to only 2 ½ more classes, Rogues, Warlocks, and College of Lore Bards. I've added some of the items similar to the other armor upgrades to make this a bit more interesting.}

New Description: You have learned through training or natural ability to use medium armor and shields to maximal effect. You gain the following benefits:

- Increase your Strength, Dexterity, or Constitution by 1 to a maximum of 20.
- Increase a single ability score saving throw (*Str, Dex, Con, Int, Wis, or Cha*) by 1.
- You gain proficiency in medium armor.
- You gain proficiency with shields.

Mounted Combatant

{I'm sure that somewhere out there is a campaign where mounted combat is a thing, but I've never seen it. Mounts are such a pain. D&D has never dealt with the issue that as players level, mundane mounts become more and more fragile. Who wants their horse dying every battle? Every game I've ever run, saw the mechanics discourage mounted combat, and 5e is no different. A riding horse in 5e has 2d10+2 hp. How does that hold up against something with claw, claw, bite? It doesn't. I have yet to meet the DM who doesn't agree that D&D's not built for mounted combat. In fact, many agree with me that a more thorough addressing of a "pet" system is the only way to make it viable. Yet, here we are. It's an option in the game that requires a feat to make it viable. If you are so interested in this that you are willing to burn a feat just to keep your mount alive, I'm going to give you something more for your trouble.}

New Description: You are now a dangerous foe to face while mounted. While you are mounted and not incapacitated, you gain the following benefits:

- If you move more than half your mount's move in a turn, and you hit your next attack's damage is doubled (as in a critical hit) so long as it hits during the same turn.
- You do not incur opportunity attacks from unmounted foes.
- You have advantage on melee attack rolls against any creature that is smaller than your mount.
- You can force an attack targeted at your mount to target you instead.
- If your mount is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it

succeeds on the saving throw, and only half damage if it fails.

- If you are wearing light armor or less, you may mount or dismount the horse as an item interaction (no time).
- If you are wearing medium armor, you may use a bonus action to mount or dismount.

Observant

{Not a bad feat but a little situational. I have a real problem with the Passive Check rules. I think they are broken. Most players that I play with would rather take their Passive Check score than pick up the d20 and roll for it. As such I've changed passive checks in my game to be (0+all modifiers that normally apply to the check). That is their base, "no effort" number. I've removed the passive check abilities in this feat and replaced them with new skill proficiencies.}

New Description: You have gained the ability to take in the world around you as a whole, see all the pieces moving in their patterns, and to respond to their subtle queues. You gain the following benefits:

- Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.
- You gain proficiency in 2 skills from the following list. (Animal Handling, Insight, Perception, Performance, Persuasion, Survival)
- If you can see a creature's mouth while it is speaking a language you understand, you can interpret what it's saying by reading its lips.

Polearm Master

{Another great idea that just isn't quite strong enough. I up it just a little by

leaving the player with an additional opportunity attack even when fending off enemies, and open it up to more weapons.}

New Description: You have learned or have the natural ability to masterfully manipulate a polearm to keep enemies at bay and use the reach of the weapon to maximal effect. You gain the following benefits:

- If an enemy is about to enter your reach, and you are wielding a Glaive, Halberd, Pike, Spear, Trident, or Quarterstaff, you may use your Reaction to perform a Charisma (Intimidation) check vs. the enemy's Wisdom (Insight). A successful check means that the enemy will not enter the character's melee range. Either they will stop dead in their tracks or pick another target.
- When you take the Attack action and attack with only a Glaive, Halberd, Spear, Trident, or Quarterstaff, you can use a bonus action to make a melee attack with the opposite end of the weapon. The weapon's damage die for this attack is a d4, and the attack deals bludgeoning damage.
- While you are wielding a Glaive, Halberd, Pike, Spear, Trident, or Quarterstaff, other creatures provoke an opportunity attack from you when they enter your reach.

{If you are using EDC's Weapons & Armor Revisited rules, the Glaive, Halberd, and Pike all fall under 'Polearm' on the weapon list.}

Resilient

{With a name like Resilient, this feat was in jeopardy of being too close to Durable and Tough, but I like the way they went with this. . Decent feat but still weaker than a straight 2 point bump due to the situational nature of the saving throw and the unlikelihood of choosing an Ability Score that isn't your character's forte.}

New Description: You have grown in strength and determination in a given raw ability. Choose 1 Ability Score. You gain the following benefits:

- Increase the chosen ability score by 1, to a maximum of 20.
- You gain proficiency with saving throws using that ability.
- You gain proficiency in 1 skill.

{I recognized that this might not be directly related to the feat (players interested in character development will like it) but this is a good way to add value to the feat and make it a more interesting choice for more players.}

Ritual Caster

{So at first I thought this was pretty cool, and then I started reading all the limitations, which by the time you're done would make this a foolish choice. There are only 11 1st level, 8 2nd level, 6 3rd level, 1 4th level, 4 5th level, and 2 6th level ritual spells total, across ALL casters. This can be a really cool feat, and even be used to explain the existence of NPC casters that we see so often in movies and read about in books. Needless to say, I've expanded this feat a bit to make it a bunch more fun. When I revisit spells I will be balancing out ritual casting a bit and making it more useful because it's a really great idea.}

Prerequisite: Intelligence or Wisdom 13 or higher.

New Description: Through your adventures, training, dabbling, or a

strange act of fate, you have learned to channel magic through the use of rituals.

In this process, you have learned a couple of spells that you can cast but only as rituals. These spells are written in your ritual book, which you must have at hand while casting them.

- When you choose this feat, choose either Intelligence, Wisdom, or Charisma to be your spellcasting ability for your rituals.
- You acquire or make a ritual book holding two 1st-level rituals of your choice. The spells you choose must have the ritual tag but can be from any class's spell list.
- If you come across a spell in written form, such as a magical *spell scroll* or a wizard's spellbook, you might be able to add it to your ritual book. The spell must have the ritual tag, and the spell's level can be no higher than half your level (rounded up).
- The process of copying the spell into your ritual book takes 2 hours per level of the spell, and costs 50 gp per level. The cost represents material components you expend as you experiment with the spell to master it, as well as the fine inks you need to record it.

something more in line with your concept. As in Expert Attacker or Precision Attacker.}

New Description: You have learned how to maximize your ability to deal damage to your opponent. You gain the following benefits:

- Once per turn, when you roll damage for an attack, you can reroll the weapon's damage dice and use either total.
- Whenever you roll damage, you may increase the size of 1 of your damage dice to the next higher size (up to 1d12). This means that damage grows in the following way: 1 point of damage grows to 1d4, 1d4 to 1d6, 1d6 to 1d8, 1d8 to 1d10, 1d10 to 1d12. In the case of 1d12 (as with the Greataxe), the damage roll becomes (1d8+1d6).

{Note: Allowing 1d12 to 'pop' to 1d20 can be lots of fun... until it's used against the players. It simpler, and easier to remember but you might find in unbalancing.}

Also note: The player is only allowed to increase 1 die so if they have weapon that does 2d4 it would now do (1d6+1d4) and if they are casting a fireball, only 1 of the damage dice will change to a d8.}

Savage Attacker

{Alright so this is really tasty, but the smarter money is on the 2 point bump still. I've added a new ability that I really think you're going to like and it gives this feat some teeth. As a side note, not a huge fan of the title only because this is a good feat for anyone and many character types don't want to think of themselves as 'savage'. If the name doesn't quite fit your character and bothers you too much seeing it on your sheet, ask you DM if you can change it to

Sentinel

{There are some interesting bits to work with here. As written it's a bit too limited, but interestingly, once expanded and reworded a bit, it works really well for many character types including controller, defender, and opportunist character builds.}

New Description: You have learned techniques or unleashed your innate

ability to exert greater control over the battlefield. You gain the following benefits:

- You may use either your Bonus Action or your reaction for an opportunity attack. This means that you may be able to perform a second opportunity attack on the same turn if you have your reaction or bonus action left and the opportunity attack is triggered.
- Creatures within melee range provoke an opportunity attack even if they take the Disengage action before leaving your reach.
- When you hit a creature with an opportunity attack, the creature's speed becomes 0 for the rest of the turn.
- When a creature within melee range of you makes an attack against a target other than you, you may make an Opportunity Attack against the attacking creature.

Sharpshooter

{This is, alongside of Heavy Weapon Master, is the gold standard for feats. I really like that it's open to all ranged weapons, unlike HWM that is more limited, but HWM is not limited by ammunition.}

New Description: You have mastered or awakened a mastery of ranged weapons and can make shots that others find impossible. You gain the following benefits:

- Attacking at long range doesn't impose disadvantage on your ranged weapon attack rolls.
- Your ranged weapon attacks ignore half cover and three-quarters cover.
- Before you make an attack with a ranged weapon that you are proficient with, you can choose to take a -5

penalty to the attack roll. If the attack hits, you add +10 to the attack's damage.

Shield Master

{A good feat for shield users granting some awesome invulnerability when you consider the lethality of the Dex save damaging spells out there. I've added a bit more shield bashing but that's about it.}

New Description: You learned, or have unlocked your natural ability, to use shields not just for protection but for offense. You gain the following benefits when wielding a shield:

- If you take the Attack action on your turn, you can use a bonus action to Shove or to do 1d4 bludgeoning damage to a creature within 5 feet of you with your shield.
- If you aren't incapacitated, you can add your shield's AC bonus to any Dexterity saving throw you make against a spell or other harmful effect that targets only you.
- If you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you can use your reaction to take no damage if you succeed on the saving throw, interposing your shield between yourself and the source of the effect.

Skilled

{Not much to say here. Just a solid feat to broaden a character's usefulness. Needed a slight bump to have it compare to a 2 point Ability Score raise.}

New Description: Your adventures, travels, insights, and learning have given

you newfound understanding. You gain the following benefits:

• You gain proficiency in any combination of 4 skills or tools of your choice.

Skulker

{Not a bad feat just a little weak as it was. Added advantage to stealth and a bit more sniping ability to make it more worthwhile.}

Prerequisite: Dexterity 13 or higher.

New Description: You are an expert at slinking in the shadows. You gain the following benefits:

- You gain advantage with Dexterity (Stealth) checks.
- You can try to hide when you are lightly obscured from the creature from which you are hiding.
- When you are hidden from a creature and miss it with a ranged weapon attack, making the attack doesn't reveal your position. If you hit it, they must still make a DC 10 Wisdom (Perception) check to guess your general location and a DC of your Dexterity (Stealth) to pinpoint you precisely.
- Dim light doesn't impose disadvantage on your Wisdom (Perception) checks relying on sight.

Spell Sniper

{Given how powerful Cantrips are now, this is a pretty good feat. It allows casters to stay WAY out of combat and like Ritual Caster it opens up characters to new opportunities. I have nothing to add.}

Prerequisite: Ability to cast at least 1 spell.

New Description: You have learned techniques or awakened natural abilities that have given you special abilities with certain kinds of spells. You gain the following benefits:

- When you cast a spell that requires you to make an attack roll, the spell's range is doubled.
- Your ranged spell attacks ignore half cover and three-quarters cover.
- You learn one cantrip that requires an attack roll. Choose the cantrip from the bard, cleric, druid, sor*cerer,* warlock, or wizard spell list. Your spellcasting ability for this cantrip depends on the spell list you chose from: Charisma for bard, sorcerer, or warlock; Wisdom for cleric or druid; or Intelligence for wizard.

Tavern Brawler

{The rules on Improvised Weapons are really flimsy so I'm avoiding them here. I've come up with a system that should give the player a fair amount of flexibility with this feat. It's now one of my favorites from a character building perspective.}

New Description: You've become accustomed to or are a natural at rough and tumble fighting. You gain the following benefits:

- Increase your Strength, Dexterity, or Constitution score by 1, to a maximum of 20.
- If your DM plays with such things, you may fight without penalty while drunk.
- Your unarmed strike uses a d4 for damage.
- When you hit a creature with an unarmed strike on your turn, you can use a bonus action to attempt to grapple the target.

- You can use a Bonus Action to grab something to use as an improvised weapon.
- In your hands an improvised weapon does 1d6 {+Daze if you are using EDC's Weapons & Armor Revisited rules}. If it is a common, mundane item, it breaks after use. (The DM may rule otherwise.)

Tough

{Wanting to make this distinct from Durable, I've made Durable a feat about resisting death and I've turned Tough into a feat about getting back up on your feet after a fight. This way they both have interesting roles in the game and will appeal to different character builds.}

New Description: Maybe it's a tough physique or just raw determination, but you're slow to go down and quick to get back up in a fight. You gain the following benefits:

- Your hit point maximum increases by an amount equal to twice your level when you gain this feat.
- Whenever you gain a level thereafter, your hit point maximum increases by an additional 2 hit points.
- Any time you receive healing from an external source, you may add your Constitution modifier to the healing result.
- When you roll a Hit Die to regain hit points, you may add twice your Constitution modifier (minimum 2) to the result.
- If you are reduced to 0 hit points you may stay conscious for 1 additional round before falling.

War Caster

{A good feat that just needs the addition of one more situational combat ability to put it over the top in my opinion. I've added the ability to cast ranged spells with enemies next to you. This allows for more caster flexibility, combat imagery, and resilience.}

Prerequisite: Ability to cast at least 1 spell.

New Description: You have practiced or have an innate talent for casting spells in the chaos of combat. You gain the following benefits:

- You have advantage on Constitution saving throws that you make to maintain your concentration on a spell when you take damage.
- You can perform the somatic components of spells even when you have items, weapons, or a shield in one or both hands.
- When a hostile creature's movement provokes an opportunity attack from you, you can use your reaction to cast a spell, rather than make an opportunity attack. The spell must have a casting time of 1 action and must target only one creature.
- You do not have disadvantage on ranged spell attacks when casting them within 5 feet of a hostile creature.

Weapon Master

{The challenge with this feat is that if you're taking it, you're probably going after a specific weapon, making it a really expensive choice. I've added more flexibility with an Ability Score choice and pumped up the offering with the ability to learn shields and get better saving throws.} New Description: A broad range of experiences or the flash of inspiration that they brought have opened your mind and your abilities giving you a deeper understanding and allowing you to use a wider range of weaponry. You gain the following benefits:

- Increase one of your Ability Scores by 1, to a maximum of 20.
- Increase a single ability score saving throw (*Str, Dex, Con, Int, Wis, or Cha*) by 1.
- You gain proficiency with four weapons of your choice.
- Proficiency with shields may be one of your choices.

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Works in the Revisited Series: EDC's Cantrips Revisited EDC's Weapons and Armor Revisited EDC's Feats Revisited